L Number	Hits	Search Text	DB	Time stamp
1	7063	game and (user player) with (context condition state) and (profile preferences interest$4 choice) and indicat$4	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/06/21 15:06
2	1978	(game and (user player) with (context condition state) and (profile preferences interest$4 choice) and indicat$4) and @py<2001	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/06/21 15:07
3	0	((game and (user player) with (context condition state) and (profile preferences interest$4 choice) and indicat$4) and @py<2001) and monitoing and gather$4 and filter$4	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/06/21 15:11
4	71	((game and (user player) with (context condition state) and (profile preferences interest$4 choice) and indicat$4) and @py<2001) and monitoring and gather$4 and filter$4	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/06/21 15:08
5	8	(((game and (user player) with (context condition state) and (profile preferences interest$4 choice) and indicat$4) and @py<2001) and monitoring and gather$4 and filter$4) and (send$4 transmit$4 transfer$4 provid$4 present$4) same game near5 information same (user player)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/06/21 15:20
6	0	(monitoing and (game player)).ti. and gather$4 and filter$4	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/06/21 15:11
7	0	(monitoring and (game player)).ti. and gather$4 and filter$4	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/06/21 15:12
8	523	((monitoring supervis$4) and (game player)).ti.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/06/21 15:12
9	42	(((monitoring supervis$4) and (game player)).ti.) and (context state condition) with (user player)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/06/21 15:19
10	10	((((monitoring supervis$4) and (game player)).ti.) and (context state condition) with (user player)) and (send$4 transmit$4 transfer$4 provid$4 present$4) same game near5 information same (user player)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/06/21 15:14
11	0	(((monitoring supervis$4) and (game player)).ti.) and client and server and network and distribut$4	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/06/21 15:15
12	1	(((monitoring supervis$4) and (game player)).ti.) and client and server and network	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/06/21 15:15

13	2	(((monitoring supervis$4) and (game player)).ti.) and client and server	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/06/21 15:16
14	22	(((monitoring supervis$4) and (game player)).ti.) and server	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/06/21 15:18
15	736	(game and (user player) with (context condition state) and (profile preferences interest$4 choice) and indicat$4) and monitoring with (user player) and server	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/06/21 15:18
16	475	((game and (user player) with (context condition state) and (profile preferences interest$4 choice) and indicat$4) and monitoring with (user player) and server) and status same (fame player user)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/06/21 15:19
17	476	((game and (user player) with (context condition state) and (profile preferences interest$4 choice) and indicat$4) and monitoring with (user player) and server) and status same (game player user)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/06/21 15:19
18	476	(((game and (user player) with (context condition state) and (profile preferences interest$4 choice) and indicat$4) and monitoring with (user player) and server) and status same (game player user)) and (context state condition) with (user player)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/06/21 15:19
19	69	((((game and (user player) with (context condition state) and (profile preferences interest$4 choice) and indicat$4) and monitoring with (user player) and server) and status same (game player user)) and (context state condition) with (user player)) and @py<2002	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/06/21 15:20
20	6	(((((game and (user player) with (context condition state) and (profile preferences interest$4 choice) and indicat$4) and monitoring with (user player) and server) and status same (game player user)) and (context state condition) with (user player)) and @py<2002) and (send$4 transmit$4 transfer$4 provid$4 present$4) same game near5 information same (user player)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/06/21 15:25